Developed by CAPCOM Co. Ltd

Ghosts 'N Goblins

TAITO AMERICA/ DIGITAL CONTROLS, INC.

Presents:

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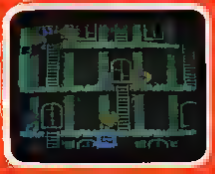
Ghosts 'N Goblins

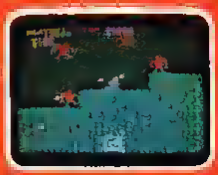
A Cemetery Battle with the Living Dead.

A Forest of Goblins.

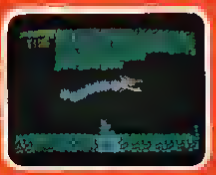
A General of The Lord of Goblins' waits.



Guards with super-natural strength defend the Fortress.

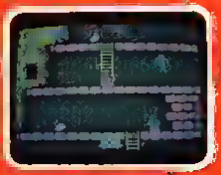


Fiendish Ghouls are quick and deadly



The Dragon guards the Third Gate.

Beware of the Sea of Fire!



Scale the Mountain of the Dead

The princess of a mythical land is captured by a messenger of Argon, the Lord of Goblins, whereupon Sir Michael, the brave and resourceful knight who dearly loves the princess, vows to rescue her.
To save the princess, the daring Sir Michael must brave the dangers of the six gates guarding Argon's kingdom. The gates are defended by ghastly generals, determined to protect the fiendish Lord's lair. The knight has five weapons at his command which he must use skillfully to destroy the attacking ghouls and advance into Argon's realm.
The knight needs your help to rescue the princess and escape.

THE GHOULISH #1 HIT FOR FALL '85

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GHOULISH

THE #1 HIT FOR FALL '85

These weekly earnings reports for **Ghosts 'N Goblins** do the talking...

Atlanta Arcade
#1–Ghosts 'N Goblins...$435
#2–Kung Fu Master...$351
#3–Vs. Baseball...$309

California Arcade
#1–Ghosts 'N Goblins...$410
#2–Commando...$283
#3–Paper Boy...$282

California Convenience Store
#1–Ghosts 'N Goblins...$344
#2–Commando...$145
#3–Vs. Duck Hunt...$120

Chicago Arcade
#1–Ghosts 'N Goblins...$397
#2–Paper Boy...$305
#3–Commando...$250

Features:
- Dimensions: 72 in. high, 30 in. wide, 30 in. deep; Weight: 350 lbs.
- 1- or 2- Players
- Highest resolution color graphics
- 5ix challenging levels
- Top ten ranking for best scores
- Original score theme music
- Operator adjustable bonus levels

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...the game to buy in Fall '85

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